CLAIMS:

Method for providing copy-protection services on a data storage medium, characterized in that the stored data is arranged in sectors, a tagging part being associated with each sector, where the tagging part of said sector comprises a field (S4T) that stores a value R_i which is randomly altered with each write access to said sector, said field being read only for external
5   access, and the stored data being encrypted with an encryption key that is at least in part derived from values of at least some of said fields (S4T).

2.   Method as claimed in claim 1, characterized in that the data storage medium is a removable memory module.
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3.   Method as claimed in claim 1, characterized in that the encryption key is derived from the values of said S4T fields associated with sectors in which rights and/or usage information is stored.

15   4.   Method as claimed in claim 3, characterized in that the encryption key is in addition derived from values of said S4T fields associated with sectors in which the content is stored.

5.   System arranged for implementing a method as claimed in claim 1 comprising
20   a controller unit for choosing the values at random.

6.   Player for playing from a data storage unit prepared according to a method as claimed in claim 1.

25   7.   Data storage medium prepared according to a method as claimed in claim 1 comprising a controller unit for choosing the random values.